

AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

LISTING OF CLAIMS:

{Claim 1} 1. (currently amended) A method of managing the rights to digital media having a license number and installed with containing a user agent in a network environment comprising:

at initialization of digital media having a license number and installed with a user agent, the user agent detecting network data packets (202) containing license number information of other such digital media including programs running on the network and;

when the detected license number is identical (203) to that being initialized preventing initialization continuing (204), or

when the detected license number is not identical to that being initialized allowing digital media initialization (205) and then broadcasting the license number into the network (206) in a data packet.

{Claim 2} 2. (currently amended) A method as claimed in claim 1 wherein the digital media once initialized replicates onwards packets from other instances of the digital media accessed or running elsewhere on the network.

{Claim 3} 3. (currently amended) A method as claimed in claim 1 wherein the digital media is a program running on the network.

{Claim 4} 4. (currently amended) A method as claimed in claim 3 comprising:

when a packet containing a license number identical to that of a program being initialized detected is received, broadcasting to the network a packet with the target being the computer running the same program with the same license number and with content being a "halt" command, receiving the halt command in the computer with the duplicate program running the same license number, and causing the computer to shut down the running instance of the same program to terminate.

{Claim 5} 5. (currently amended) A method of generating a license number for digital media as claimed in claim 1 consisting comprising the further steps of:

generating a unique license code (101, 102);

generating from the license code a verification code and concatenating this to the license code (104); and

encrypting the concatenated code (105) and dispersing the concatenated code it with the digital media (106, 108).

{Claim 6} 6. (currently amended) A method as claimed in claim 5 consisting further comprising the step of generating a user code from the encrypted code.

{Claim 7} 7. (currently amended) A method as claimed in claim 1 wherein the user agent is embedded in a multimedia file or disc (106).

{Claim 8} 8. (currently amended) A computer when running a user agent of digital media such as a program containing a license code, which user agent on initialization recognizes other instances of the digital media on the network, a comparator which compares the license code of other instances of the digital media on the network with the license code of the initializing version, an initialization invocation which initializes the digital media and broadcasts the digital media license code if the license code is not found and a detector which detects a positive comparison and prevents initialization of the digital media when an identical license code is found.

{Claim 9} 9. (currently amended) A computer as claimed in claim 8 wherein the comparator may also detect a "halt" instruction from an initialization invocation on a computer which is using an identical license code number.

{Claim 10} 10. (currently amended) A computer as claimed in claim 8 wherein on detection by the detector of a positive comparison, a network interface broadcasts a "halt" indication to the originating user agent.

{Claim 11} 11. (currently amended) A computer as claimed in claim 8 wherein the user agent is invoked from a multimedia disc or file.

12. (new) The method of claim 1, wherein, the license number of the digital media comprises a license code and a verification code.